From: terry@threetoe.com@inetgw
To: Microsoft ATR
Date: 1/23/02 11:49am
Subject: Microsoft Settlement

To Whom it may concern:

I have a Bachelor of Science in Computer Science and have been a software developer for over 10 years. My main objection to the proposed Final Judgement in the United States v. Microsoft is that it does nothing to stop Microsoft from continuing it's "Slash and Burn" method of growing its business. Presently, in my opinion Microsoft has three ways to squash, "Slash and Burn", a competitor:
1. Buys the competitor's technology or company and uses it as its own.
2. Buys the competitor's technology and then don't support it in the future. If it's not supported by Microsoft then nobody uses it.
3. Duplicates the technology and offers it free.

A most recent example of this is Microsoft's recent acquisition of SGI's technology. SGI created an OpenGL technology that most Video card manufactures adhere to. Microsoft has their own DirectX technology. The DirectX technology is only supported on Windows operating system. OpenGL technology is supported on almost all Desktop Operating Systems. Since Microsoft has purchased this technology all they have to do is "slash" support for it. If there is no support for it, video card manufacturers don't need to build support for it. If Video card manufacturers don't have support for it then non-Microsoft operating systems will have no hardware 3D support. Thus making Microsoft the only Operating system that PC games can run on. Theoretically, Microsoft can then close the API for DirectX and be the only creator of 3D software games.

In my opinion, the one way to stop this activity is to make ALL of the source code for the kernel of its operating systems open to the public. If the source to the kernel of the operating systems is open, then any company, or person, can create API's to that source. Another way to stop this activity is to separate the core operating system business from the other software business.

Sincerly,

Terence W. Grantges